ABSTRACT

THE DESIGNING OF VIDEOGAME SIDESCROLL GENRE WITH INDONESIAN FOLKTALES THEME

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Game is one of many disciplines are growing rapidly along with the development of information and communication technologies, and the current novel is passive, hence the existence of an interactive video game that is very useful to visualize the folklore use side scrolling genre. Folklore is a hereditary semihistoris story from ancient times, which tells the deeds of heroes, migration and the establishment of local customs. Method to be used is the study of literature related to interactive video games require an illustration. Further analysis requires a game to illustrate the concept, inputs, outputs, skills, interface, software and hardware. After that do the main method menu interface design, interface menu or exit the menu. Once the illustration is completed, it is then tested and the result of this game is an interactive video game with 2D animations with text, sound, music, and images are already allows players to play with the theme of folklore. And the conclusion of the making of this game is for educational and entertainment. This folklore games illustration using software mastery Paint tool sai and construct 2 is required for development of the application version in Indonesian folktales Argi game that will feature more attractive, such as adding more gallery that riveting.